What is claimed is:

1.   A method of playing a video poker game, the method comprising:

offering a paytable reflecting an ability of a player to receive two draws, the

paytable comprising ranks and respective payouts;

dealing a first five card hand to the player;

allowing the player to make a first selection comprising any number of cards from

the first hand;

replacing cards in the first selection with newly dealt cards to form a second hand;

allowing the player to make a second selection comprising any number of cards

from the second hand;

replacing cards in the second selection with newly dealt cards to form a final

hand;

determining the rank of the final hand; and

paying the final hand according to the rank's respective payout using the paytable.

2.   A method as recited in claim 1, wherein the first and second hands are not paid

according to their rank.

3.   A method as recited in claim 1, further comprising:

before allowing the player to make a second selection, displaying cards that

comprise the first selection.

4.   A method as recited in claim 1, wherein the paytable returns an optimal return in

an acceptable casino range, considering the player's ability to receive two draws

5.   A method as recited in claim 1, wherein the player places a bet before the first

hand but does not bet to receive the second or final hand.

6.   A method as recited in claim 2, wherein the player places a bet before the first

hand but does not bet to receive the second or final hand.

7.   A method as recited in claim 1, wherein:

$$R = \frac{\sum \text{payouts on the paytable for all initial hands played using optimal strategy}}{\text{number of initial hands}}$$

wherein R comprises a return in an acceptable casino range, wherein the optimal strategy

considers an optimal way to select first discards and second discards.

8.   A method as recited in claim 1, wherein:

$$R = \frac{\sum \text{payouts on the paytable for all initial hands played using optimal strategy}}{\text{number of initial hands}}$$

wherein R comprises a return in an acceptable casino range, wherein the optimal strategy

for an initial hand is a best result of all possible initial replacement cards and then all

possible final replacement cards.

9.   A method as recited in claim 6, wherein:

$$R = \frac{\sum \text{payouts on the paytable for all initial hands played using optimal strategy}}{\text{number of initial hands}}$$

wherein R comprises a return in an acceptable casino range, wherein the optimal strategy considers an optimal way to select first discards and second discards.

10.   A method as recited in claim 6, wherein:

$$R = \frac{\sum \text{payouts on the paytable for all initial hands played using optimal strategy}}{\text{number of initial hands}}$$

wherein R comprises a return in an acceptable casino range, wherein the optimal strategy for an initial hand is a best result of all possible initial replacement cards and then all possible final replacement cards.

11.   A method as recited in claim 7, wherein R ranges from 94% - 104%.

12.   A method as recited in claim 7, wherein R ranges from 94%-95%.

13.   A method as recited in claim 7, wherein R ranges from 95%-96%.

14.   A method as recited in claim 7, wherein R ranges from 96%-97%.

15.   A method as recited in claim 7, wherein R ranges from 97%-98%.

16.   A method as recited in claim 7, wherein R ranges from 98%-99%.

17.   A method as recited in claim 7, wherein R ranges from 99%-100%.

18.   A method as recited in claim 7, wherein R ranges from 100%-101%.

19.   A method as recited in claim 7, wherein R ranges from 102%-103%.

20.   A method as recited in claim 7, wherein R ranges from 103%-104%.

21.   A method as recited in claim 8, wherein R ranges from 94% - 104%.

22.   A method as recited in claim 8, wherein R ranges from 94%-95%.

23.   A method as recited in claim 8, wherein R ranges from 95%-96%.

24.   A method as recited in claim 8, wherein R ranges from 96%-97%.

25.   A method as recited in claim 8, wherein R ranges from 97%-98%.

26.   A method as recited in claim 8, wherein R ranges from 98%-99%.

27.   A method as recited in claim 8, wherein R ranges from 99%-100%.

28.   A method as recited in claim 8, wherein R ranges from 100%-101%.

29.   A method as recited in claim 8, wherein R ranges from 102%-103%.

30.   A method as recited in claim 8, wherein R ranges from 103%-104%.

31.   A method as recited in claim 9, wherein R ranges from 94% - 104%.

32.   A method as recited in claim 9, wherein R ranges from 94%-95%.

33.   A method as recited in claim 9, wherein R ranges from 95%-96%.

34.   A method as recited in claim 9, wherein R ranges from 96%-97%.

35.   A method as recited in claim 9, wherein R ranges from 97%-98%.

36.   A method as recited in claim 9, wherein R ranges from 98%-99%.

37.   A method as recited in claim 9, wherein R ranges from 99%-100%.

38.   A method as recited in claim 9, wherein R ranges from 100%-101%.

39.   A method as recited in claim 9, wherein R ranges from 102%-103%.

40. A method as recited in claim 9, wherein R ranges from 103%-104%.

41. A method as recited in claim 10, wherein R ranges from 94% - 104%.

42. A method as recited in claim 10, wherein R ranges from 94%-95%.

43. A method as recited in claim 10, wherein R ranges from 95%-96%.

44. A method as recited in claim 10, wherein R ranges from 96%-97%.

45. A method as recited in claim 10, wherein R ranges from 97%-98%.

46. A method as recited in claim 10, wherein R ranges from 98%-99%.

47. A method as recited in claim 10, wherein R ranges from 99%-100%.

48. A method as recited in claim 10, wherein R ranges from 100%-101%.

49. A method as recited in claim 10, wherein R ranges from 102%-103%.

50. A method as recited in claim 10, wherein R ranges from 103%-104%.

51.   A method as recited in claim 1, wherein the paytable is computed by:

approximating or calculating exactly the result of:

        dealing all possible first hands;

            cycling through all 32 possible ways to discard the first hands;

            cycling through all ways to replace first discards, creating second

hands;

            cycling through all 32 possible ways to discard the second hands;

            cycling through all ways to replace second discards creating final

hands;

            storing a highest of the final hands' respective payouts;

            setting payouts for respective ranks such that the sum of each highest final

hand's respective payout divided by a number of hands comprises a return in an

acceptable casino range.

52.   A method of playing a video poker game, the method comprising:

        dealing a first five card hand to the player;

        allowing the player to make a first selection comprising any number of cards from

the first hand;

        replacing the cards from the first selection with newly dealt cards to form a

second hand; and

        if the second hand meets a predefined condition, allowing the player to make a

second selection comprising a card or cards from the second hand and replacing the

selected card or cards from the second selection with newly dealt cards to form a final hand.

53.   A method as recited in claim 52, further comprising determined a rank of the final hand.

54.   A method as recited in claim 53, further comprising using a paytable to determine a payout of the rank of the final hand.

55.   A method as recited in claim 52, wherein the predefined condition comprises whether the second hand comprises a four to a royal hand.

56.   A method as recited in claim 52, wherein the predefined condition comprises whether the hand comprises a four to a royal hand or four to a straight flush hand.

57.   A method as recited in claim 52, wherein the predefined condition comprises whether the second hand comprises a nonpaying hand.

58.   A computer readable storage medium controlling a computer by performing:

offering a paytable reflecting an ability of a player to receive two draws, the paytable comprising ranks and respective payouts;

dealing a first five card hand to the player;

allowing the player to make a first selection comprising any number of cards from the first hand;

replacing cards in the first selection with newly dealt cards to form a second hand;

allowing the player to make a second selection comprising any number of cards from the second hand;

replacing cards in the second selection with newly dealt cards to form a final hand;

determining the rank of the final hand; and

paying the final hand according to the rank's respective payout using the paytable.

59.   A computer readable storage medium controlling a computer to perform:

dealing a first five card hand to the player;

allowing the player to make a first selection comprising any number of cards from the first hand;

replacing the cards from the first selection with newly dealt cards to form a second hand; and

if the second hand meets a predefined condition, allowing the player to make a second selection comprising a card or cards from the second hand and replacing the selected card or cards from the second selection with newly dealt cards to form a final hand.

60.   An apparatus, comprising:

A processing unit:

offering a paytable reflecting an ability of a player to receive two draws, the paytable comprising ranks and respective payouts;

dealing a first five card hand to the player;

allowing the player to make a first selection comprising any number of cards from the first hand;

replacing cards in the first selection with newly dealt cards to form a second hand;

allowing the player to make a second selection comprising any number of cards from the second hand;

replacing cards in the second selection with newly dealt cards to form a final hand;

determining the rank of the final hand; and

a payout unit:

paying the final hand according to the rank's respective payout using the paytable.

61.   An apparatus, comprising:

a processing unit performing:

dealing a first five card hand to the player;

allowing the player to make a first selection comprising any number of cards from the first hand;

replacing the cards from the first selection with newly dealt cards to form a second hand; and

a second draw unit performing:

if the second hand meets a predefined condition, allowing the player to make a second selection comprising a card or cards from the second hand and replacing the selected card or cards from the second selection with newly dealt cards to form a final hand.